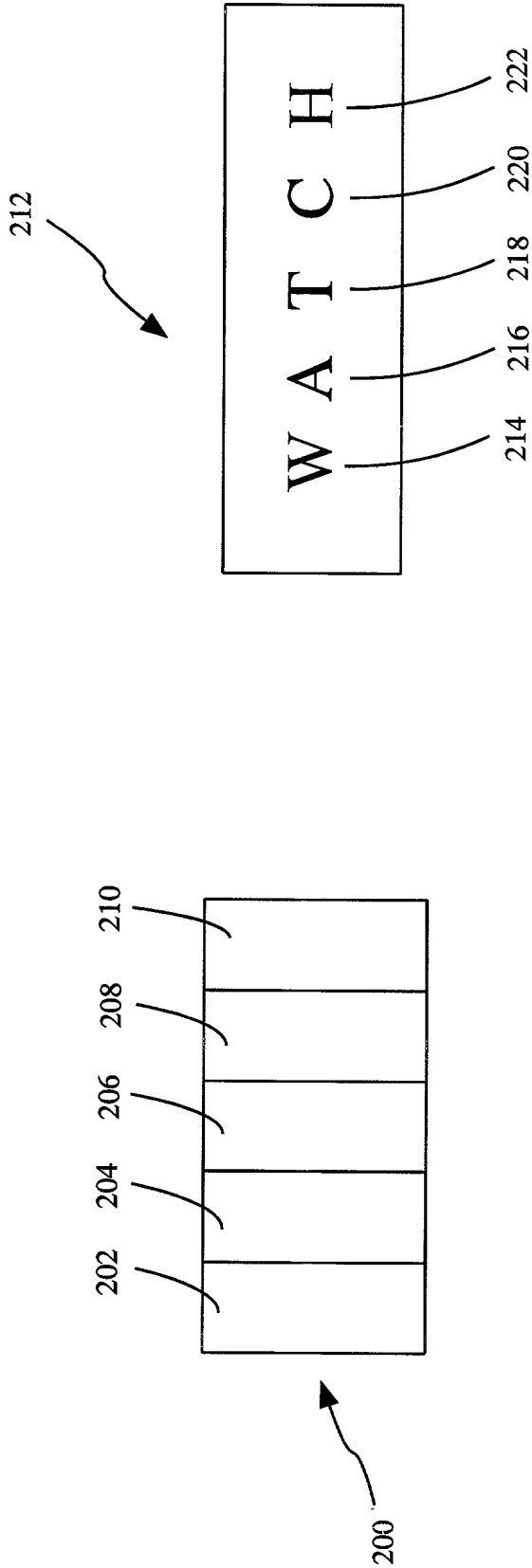


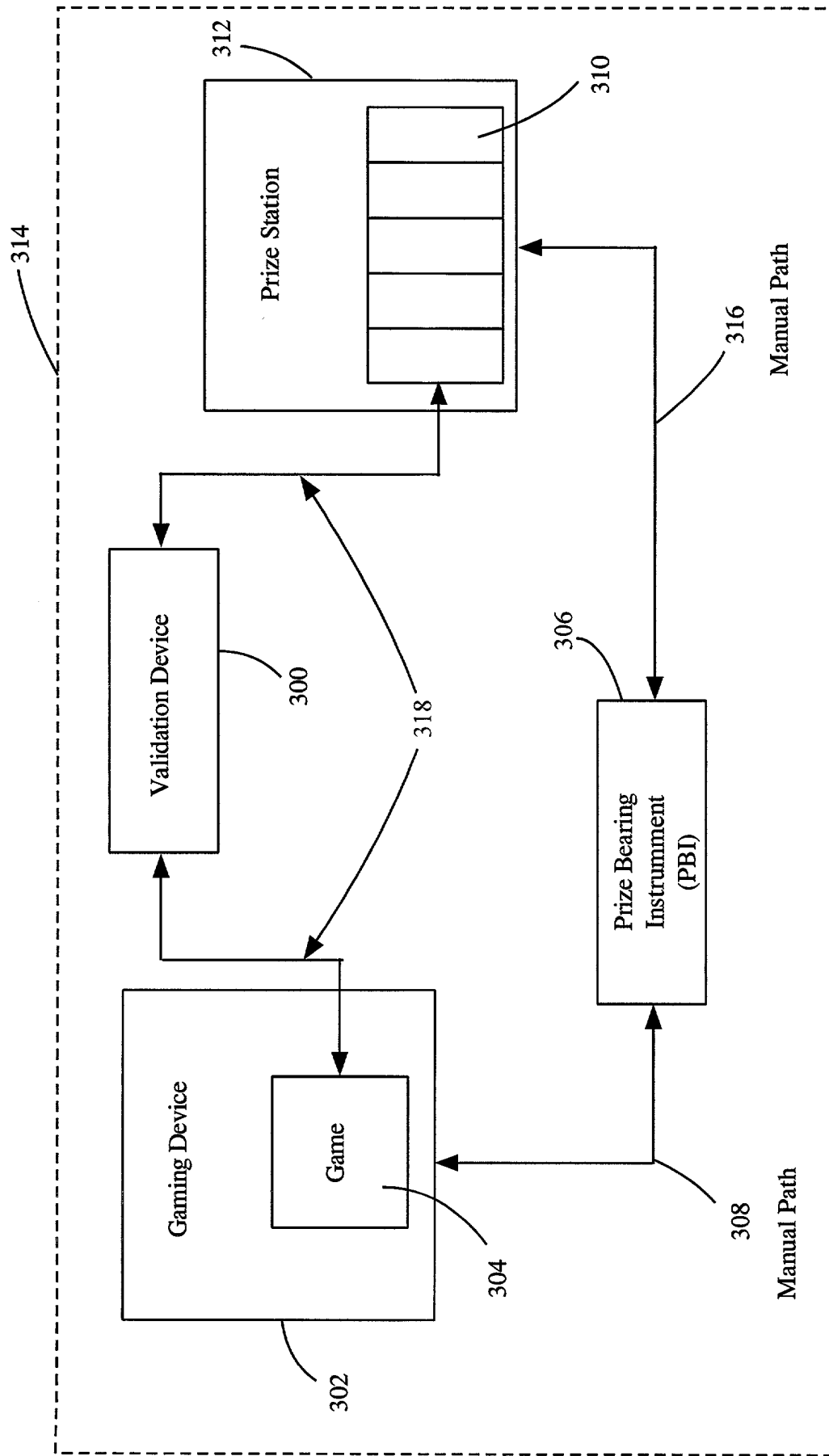
Example Award  
Credit System

Fig.1



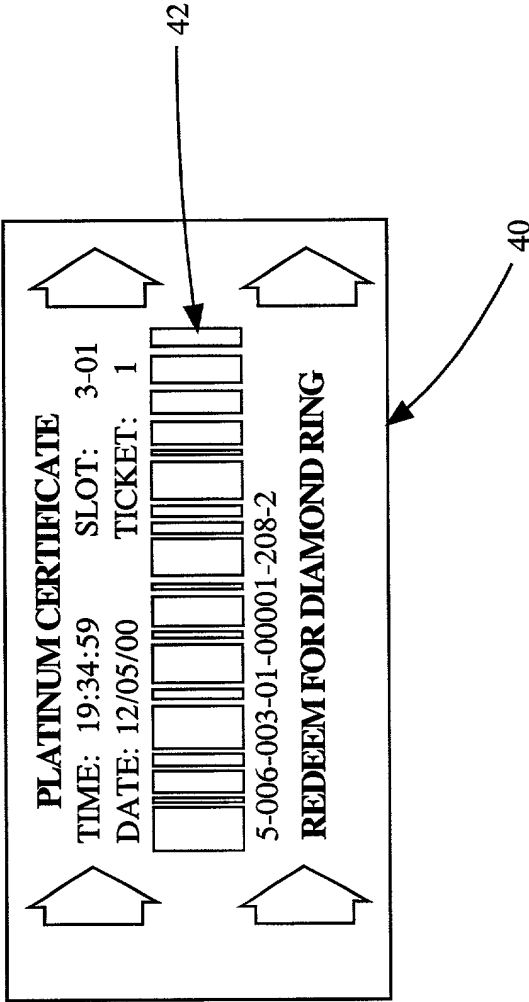
Meta - Games According To  
The Present Invention

Fig.2



Award Credit Accounting  
With Back End Validation Device

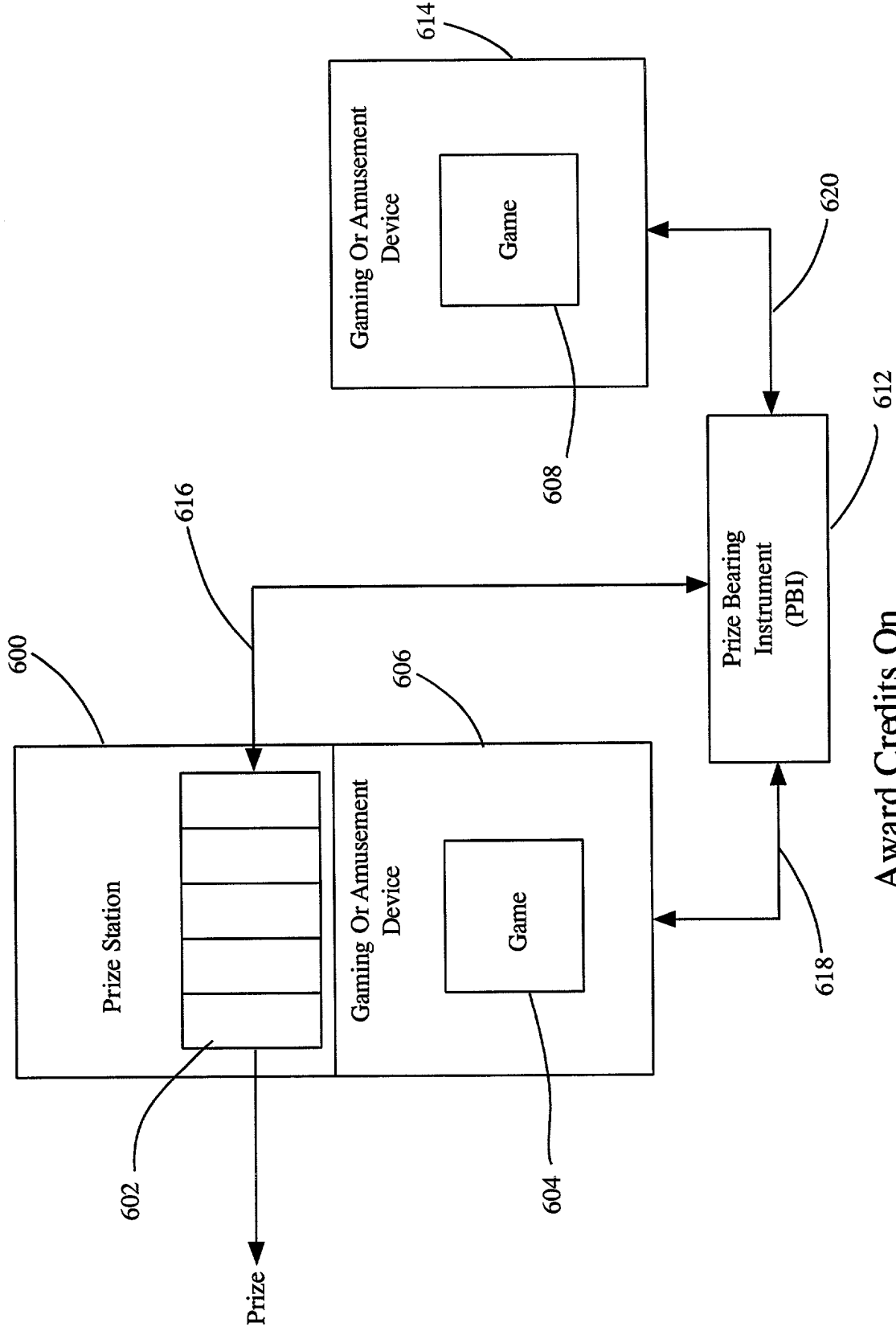
Fig.3



Example Voucher

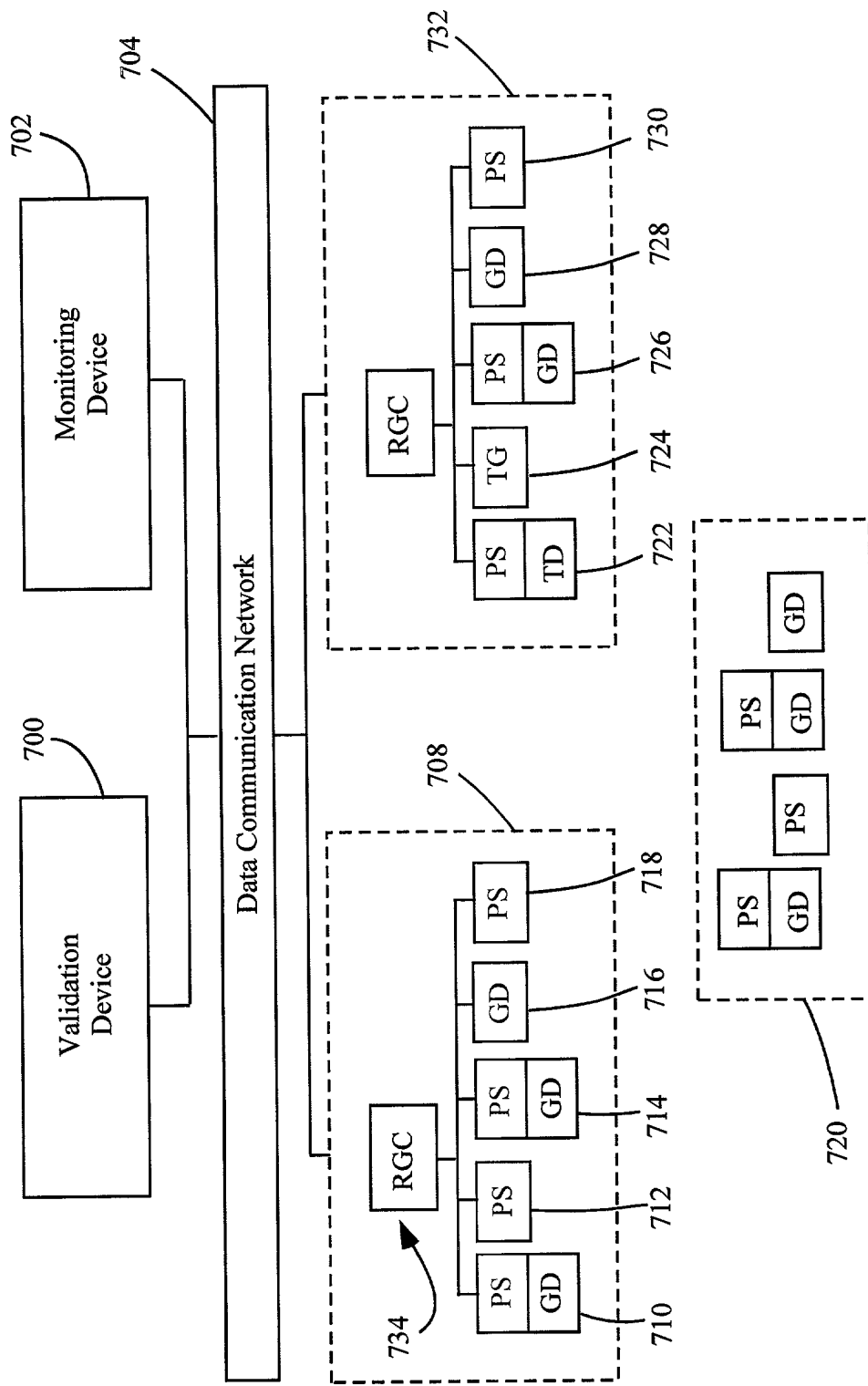
Fig.4





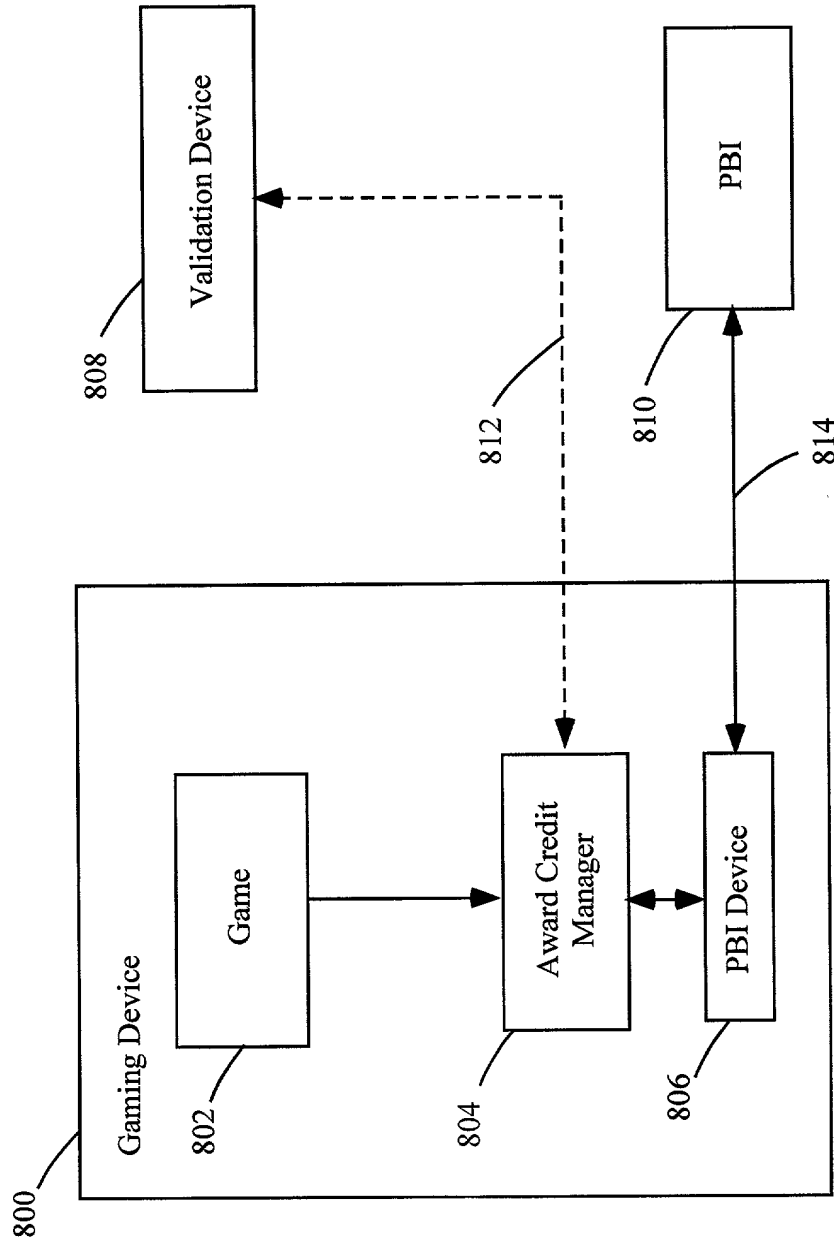
Award Credits On  
Multiple Machines

Fig.6



Award Credits in a Network Environment

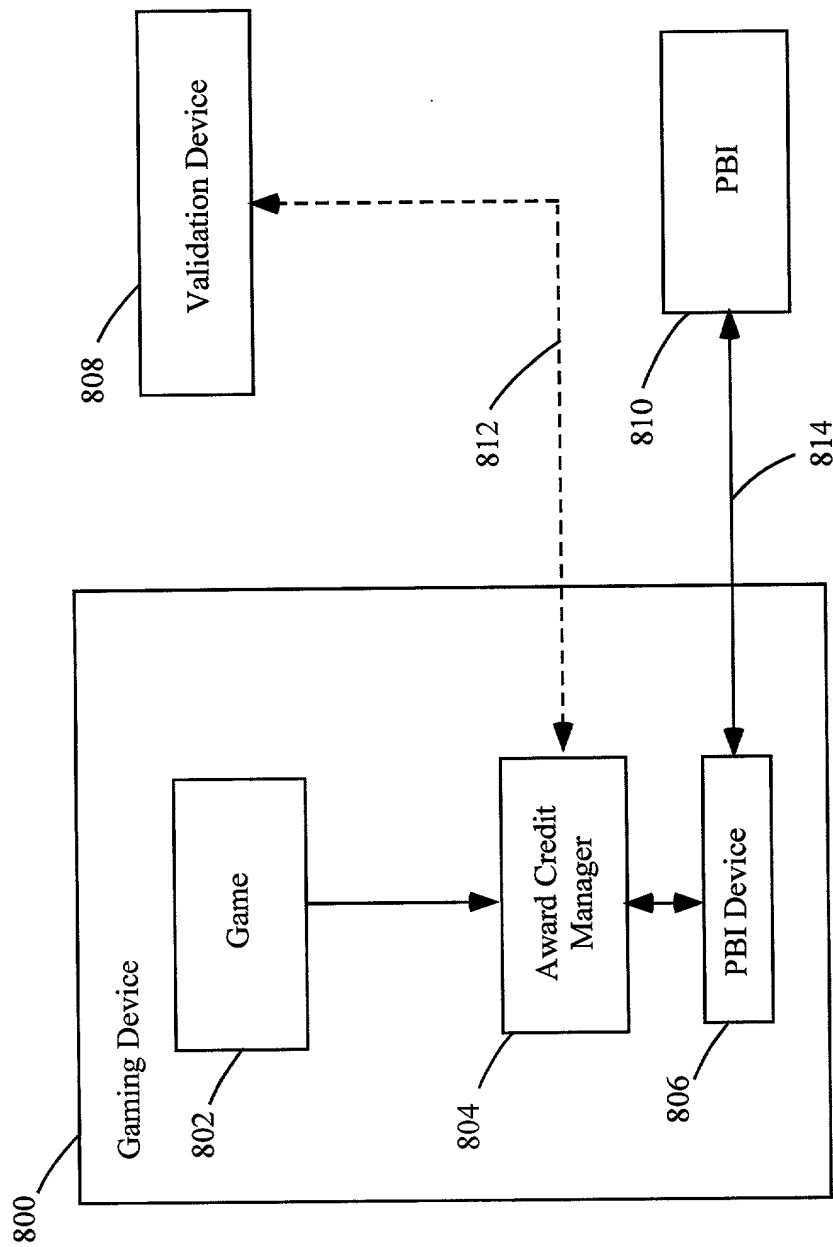
Fig.7



Gaming Device Details

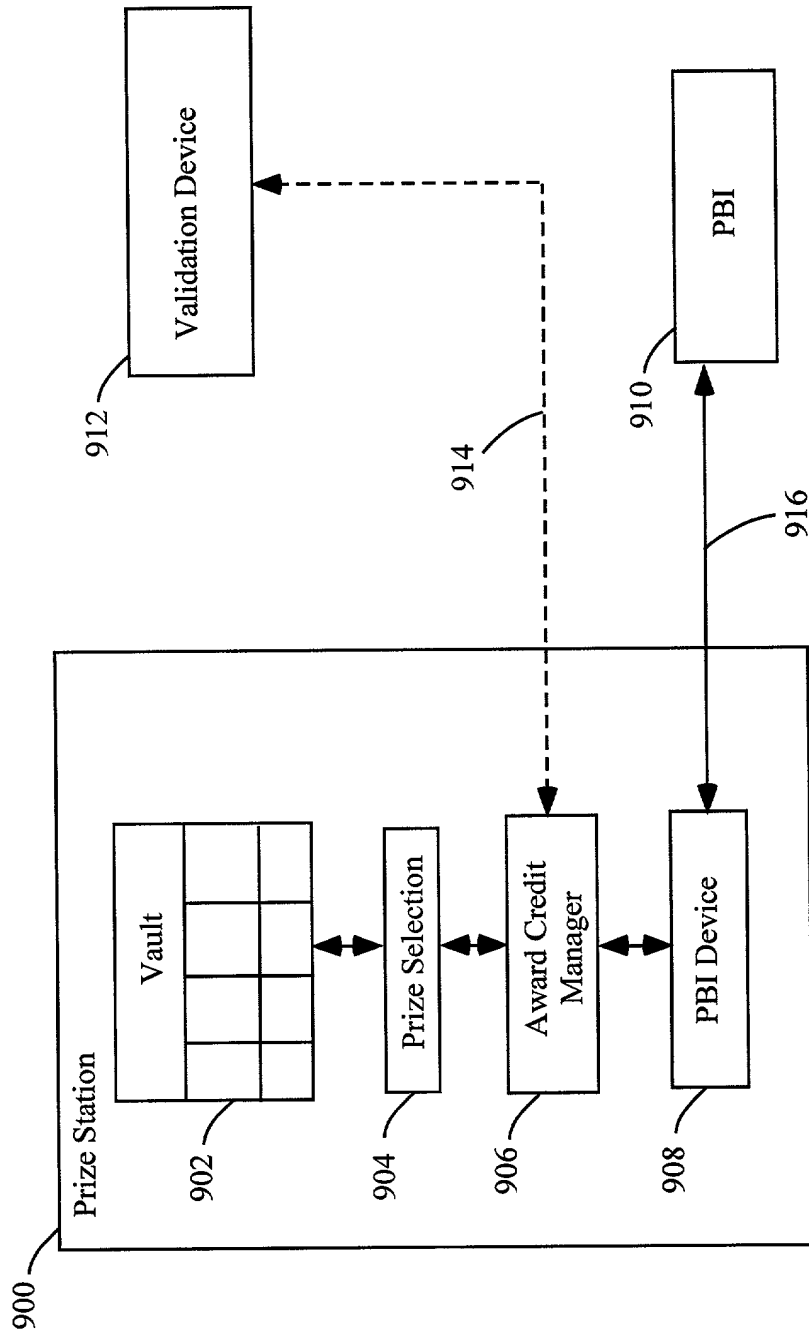
Fig. 8





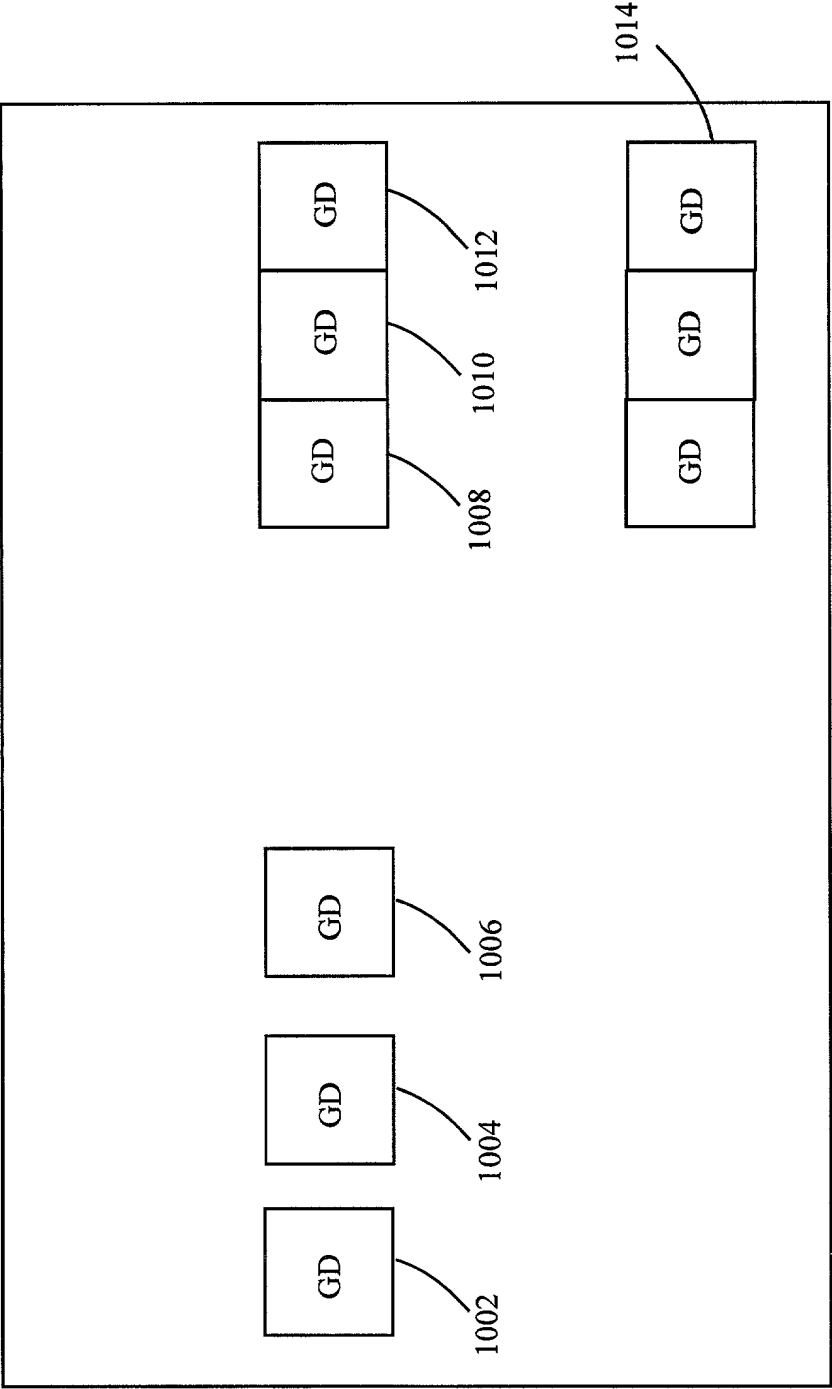
Gaming Device Details

Fig. 8



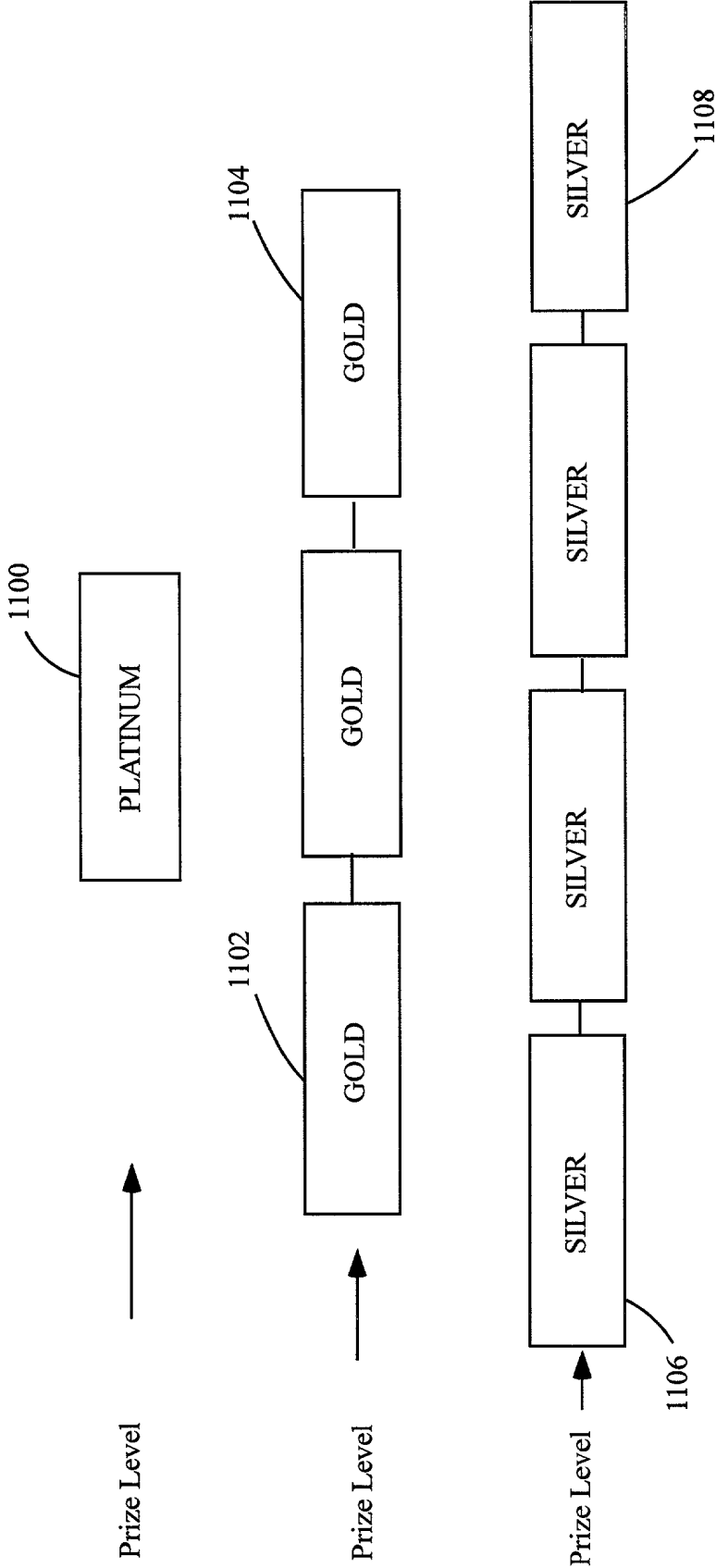
Prize Station Device Details

Fig.9



Further Meta-Game Examples

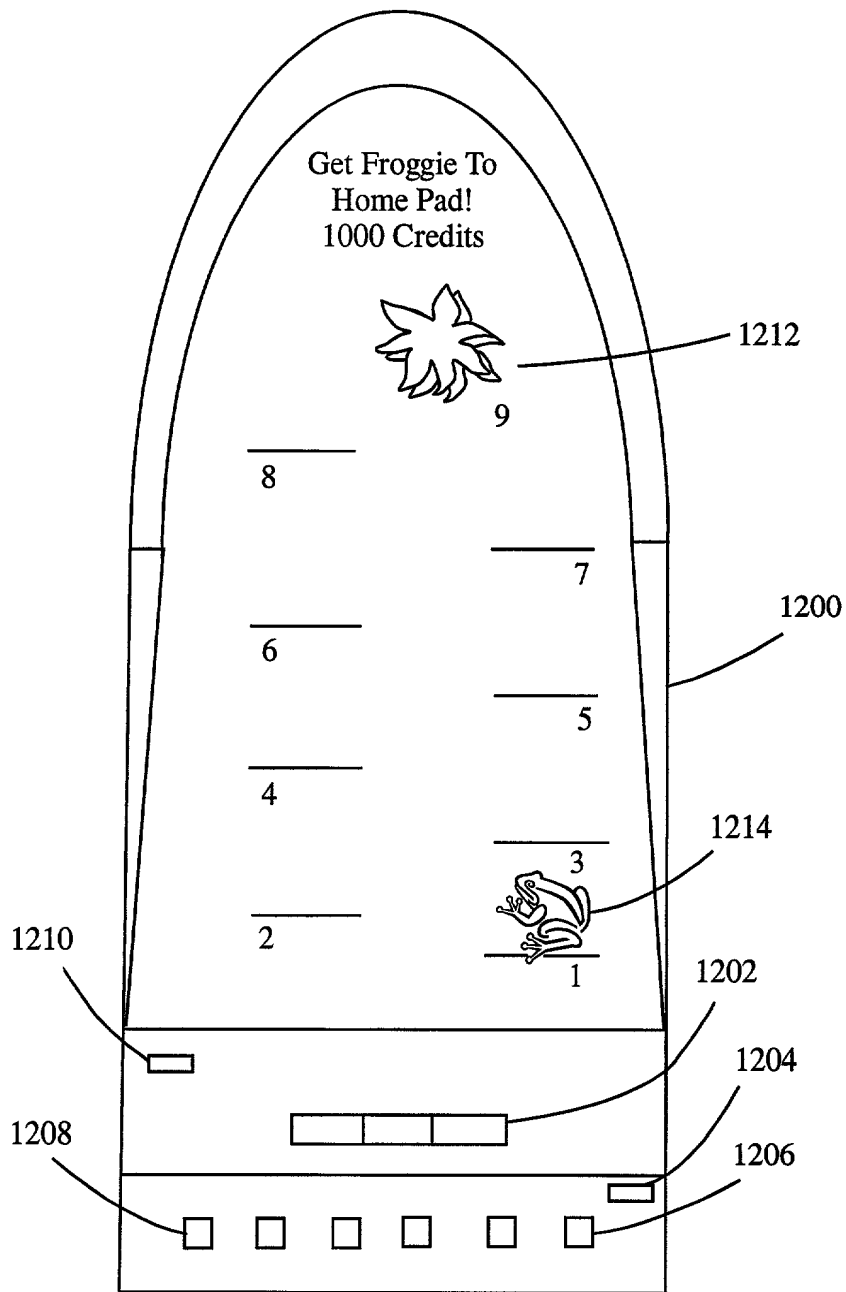
Fig.10



The value of a prize at any level is deemed to be one-half the value of the prizes one level above itself and twice the value of the prizes on level below itself.

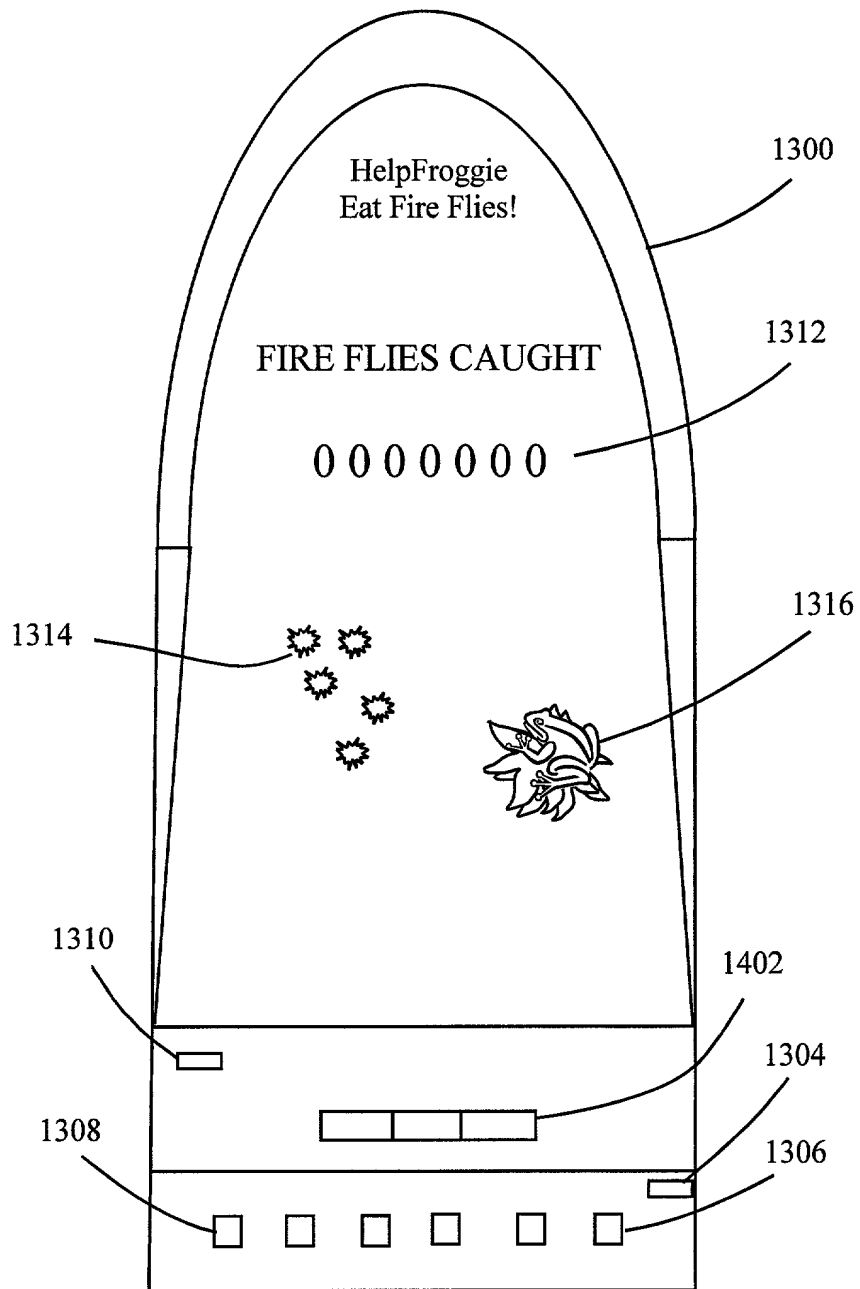
Hierarchical Prize Levels  
Fig.11

FIG. 12



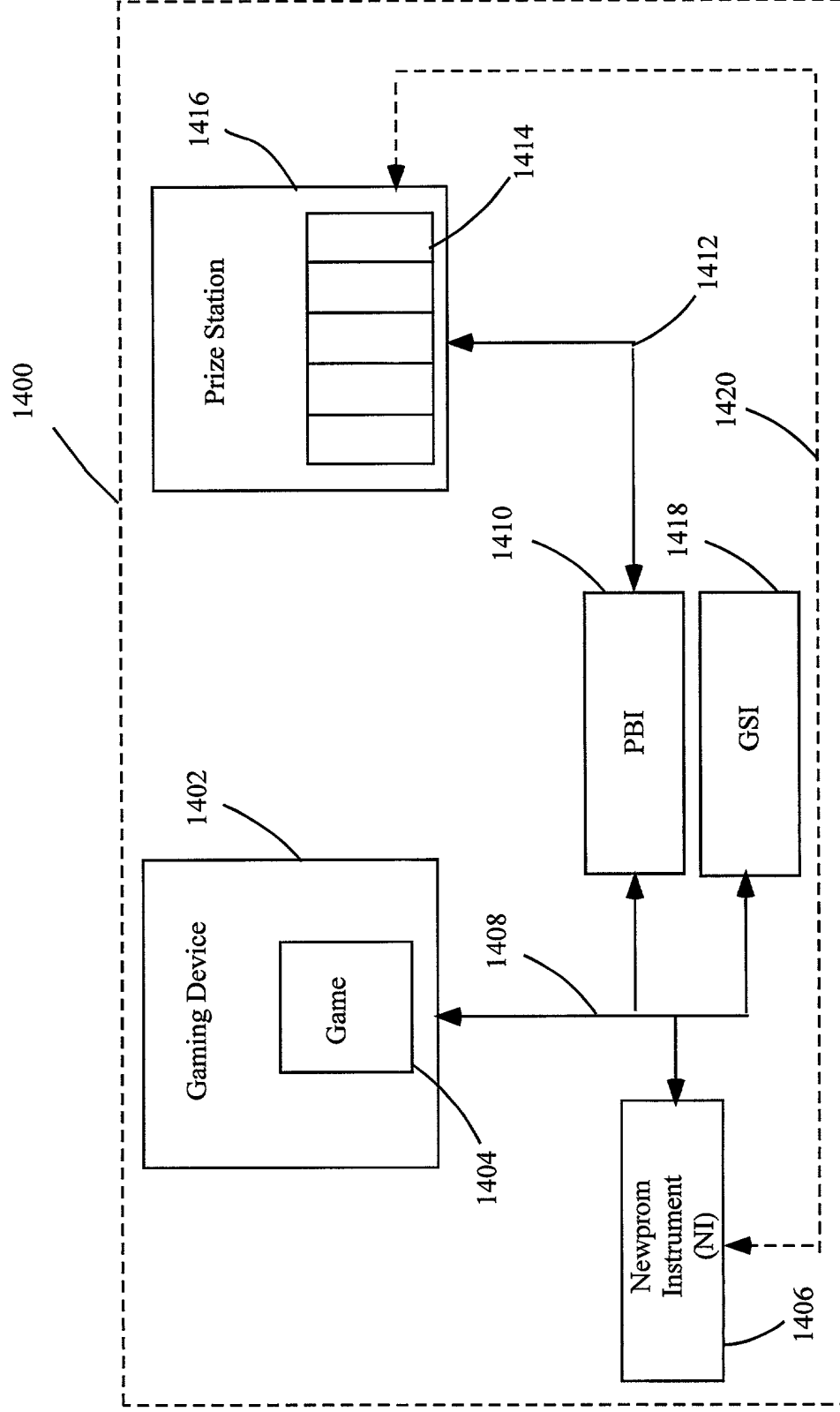
Game State Saving Game  
With Credits

Fig. 12



Game State Saving Game  
With Skill Points

Fig.13



Example Award Credit, Game State, and Promotional Credit System

Fig. 14

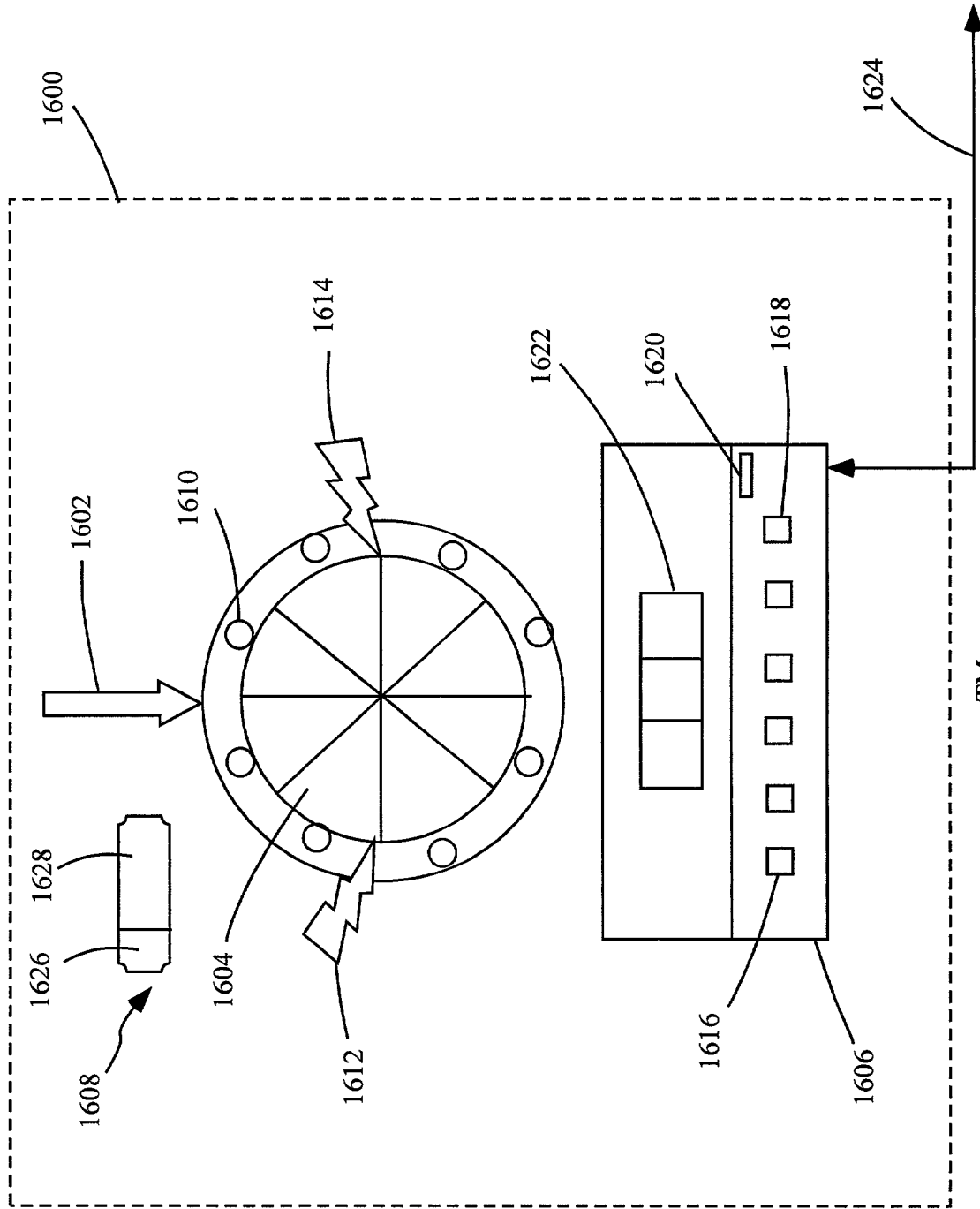
## Example Elements Used to Determine Promotional Credit Issuance

Generally Applicable Elements	Simplified Example of Element States Used with Enhanced Wheel of Fortune™ Gaming Devices
1 Time Restrictions	1 Time Restrictions: 5 States (Minutes, Hours, Days, Weeks, Months)
2 Location Restrictions	2 Location Restrictions: 1 State (Single Issuing Establishment)
3 Gaming Device Restrictions	3 Gaming Device Restrictions: 1 State (Applicable Only to Enhance Wheel of Fortune™ gaming devices)
4 Game Play Enhancements	4 Game Play Enhancements: 2 States (Additional Active Pointers, Jackpot Window)
5 Award Level Enhancements	5 Award Level Enhancements: 1 State (Peripheral Indicia)
6 Triggering Events	6 Triggering Events: 2 States (Time Played, Amount Spent)
7 Distribution Means	7 Distribution Means: 3 States (At Gaming Device, Targeted Mailings, Mass Local Mailings)

Fig.15-A

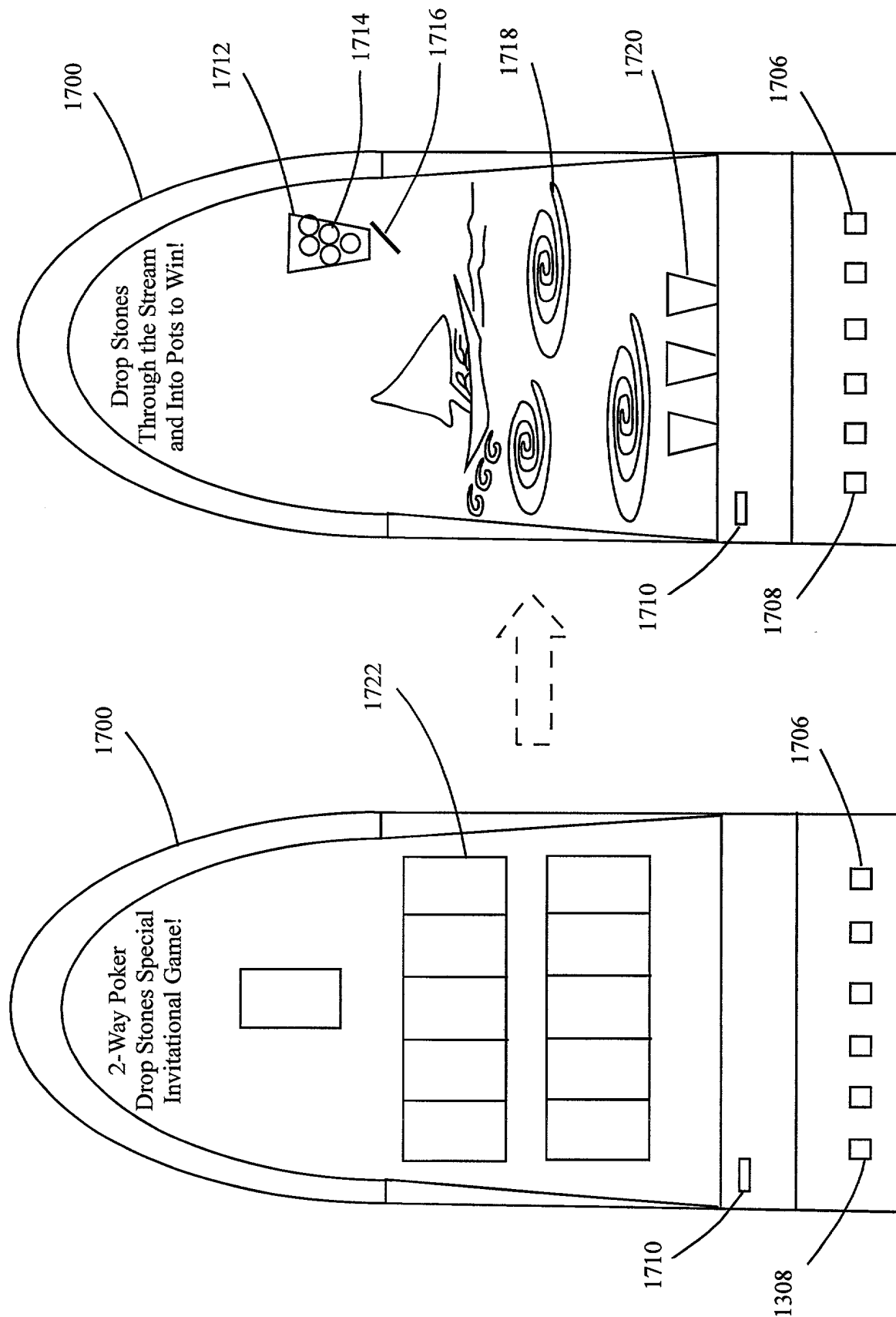
Fig.15-B



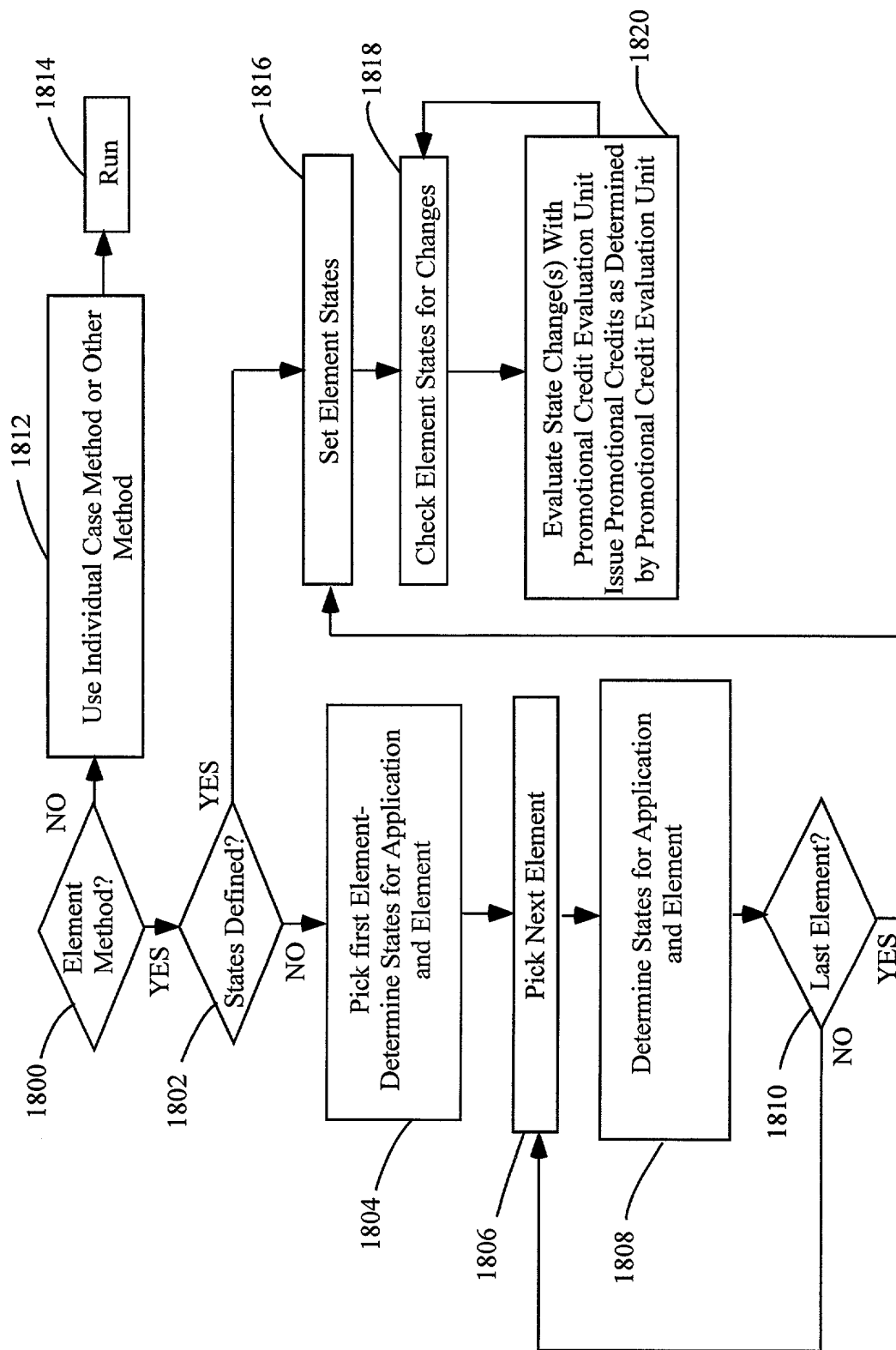


Enhanced Wheel of Fortune™ Game

Fig. 16

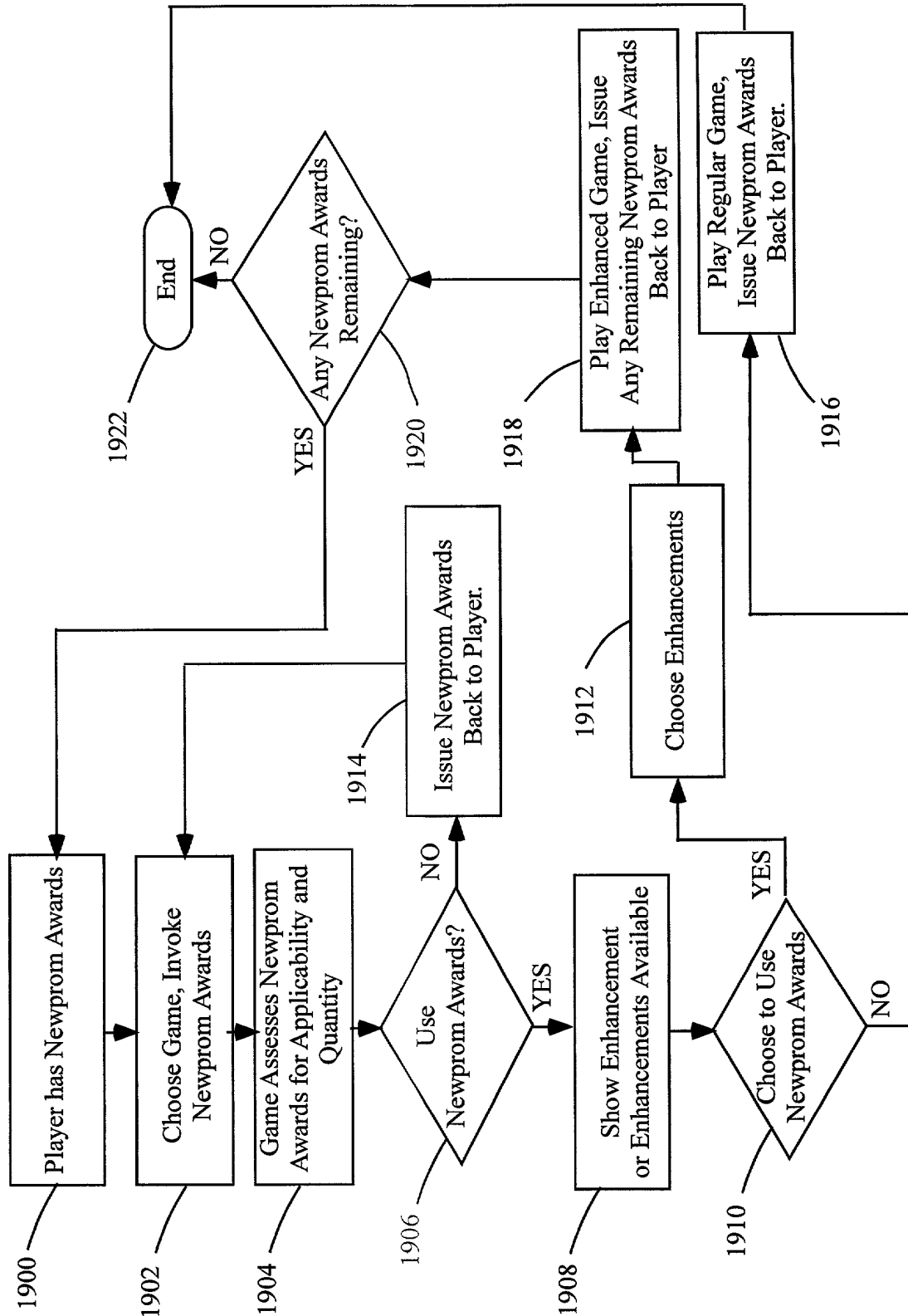


Poker to Drop Stones Game Fig. 17



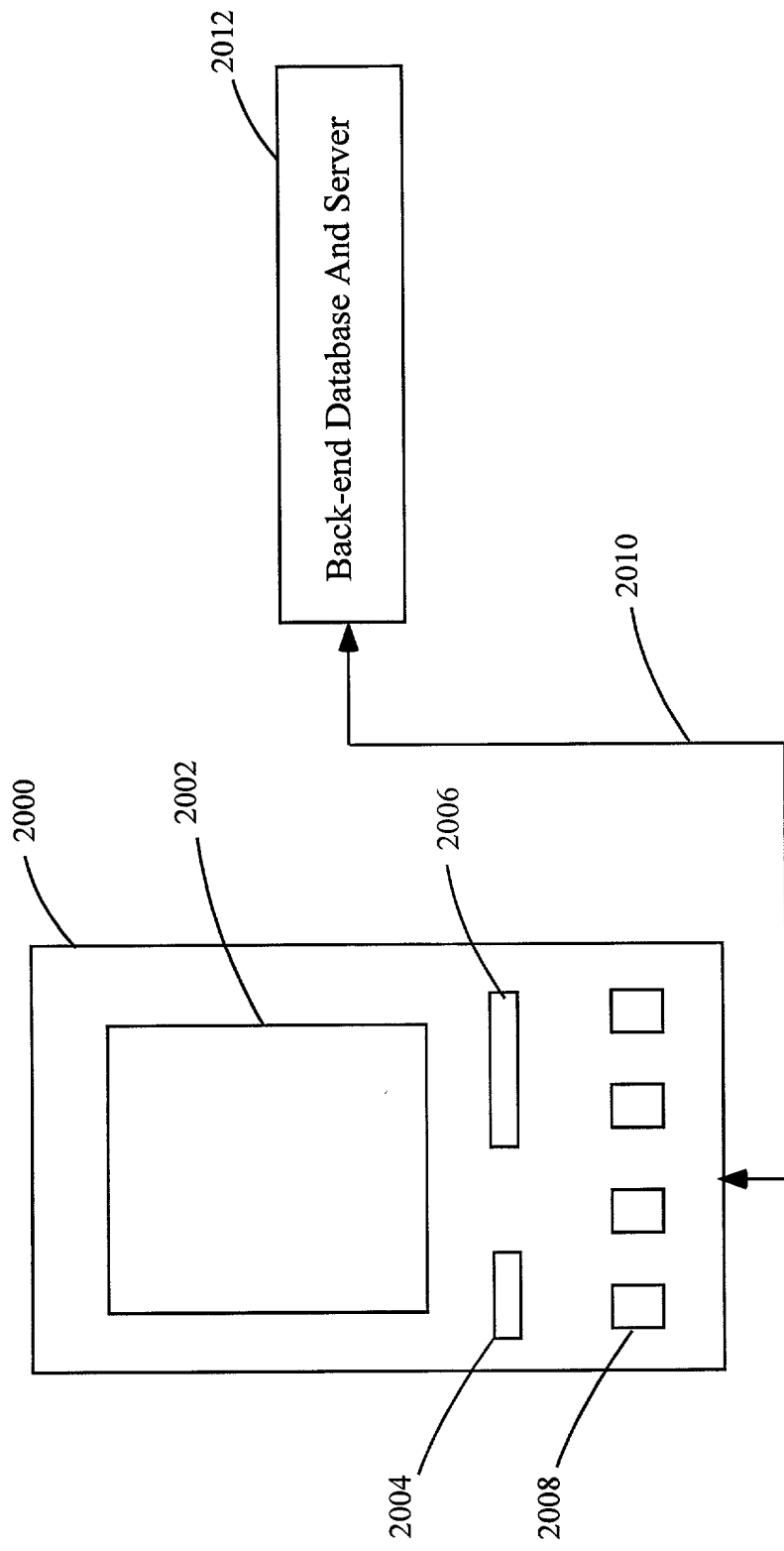
Method of Determining Promotion Awards (Newprom Awards)

Fig.18



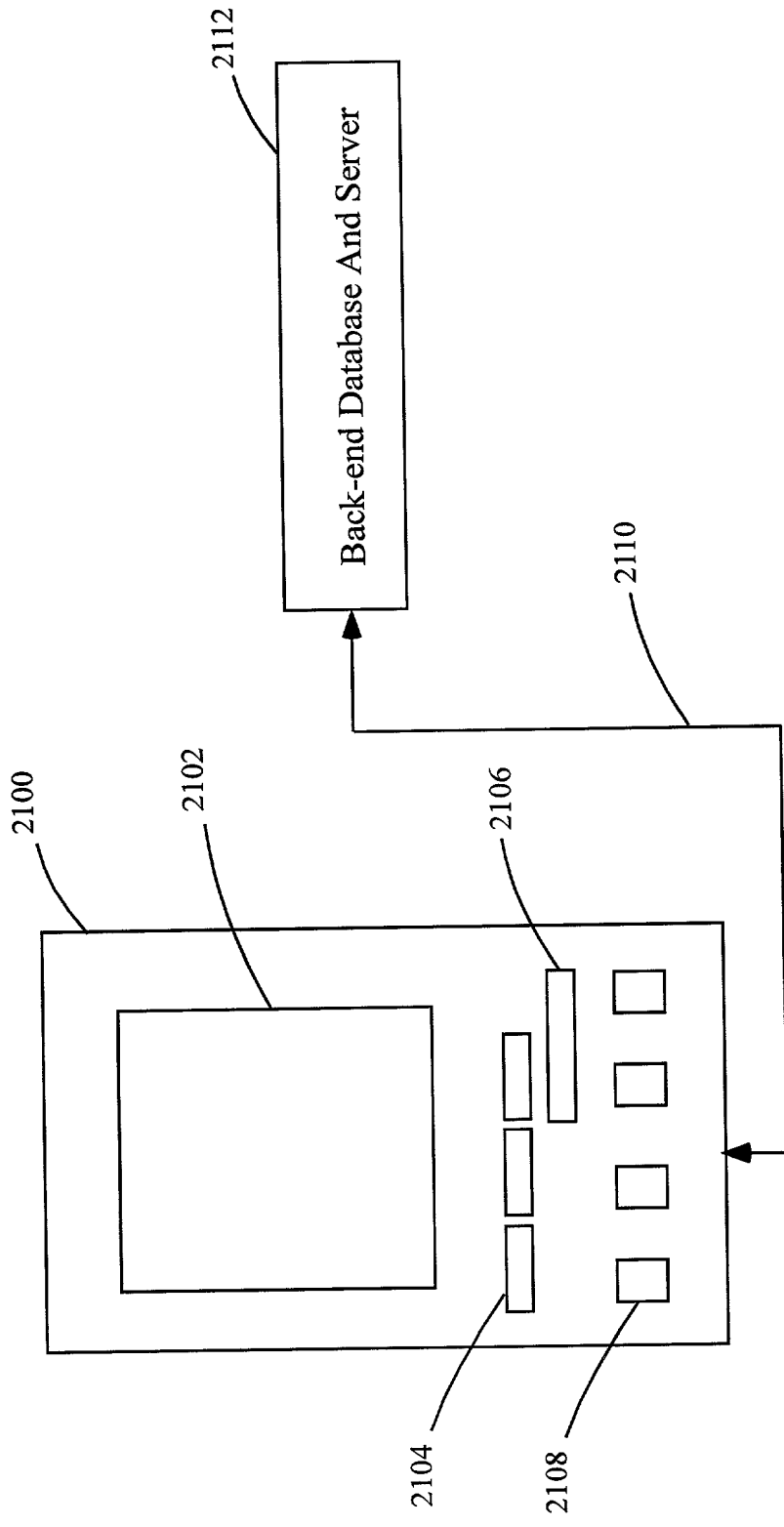
Method of Using Newprom Awards

Fig. 19



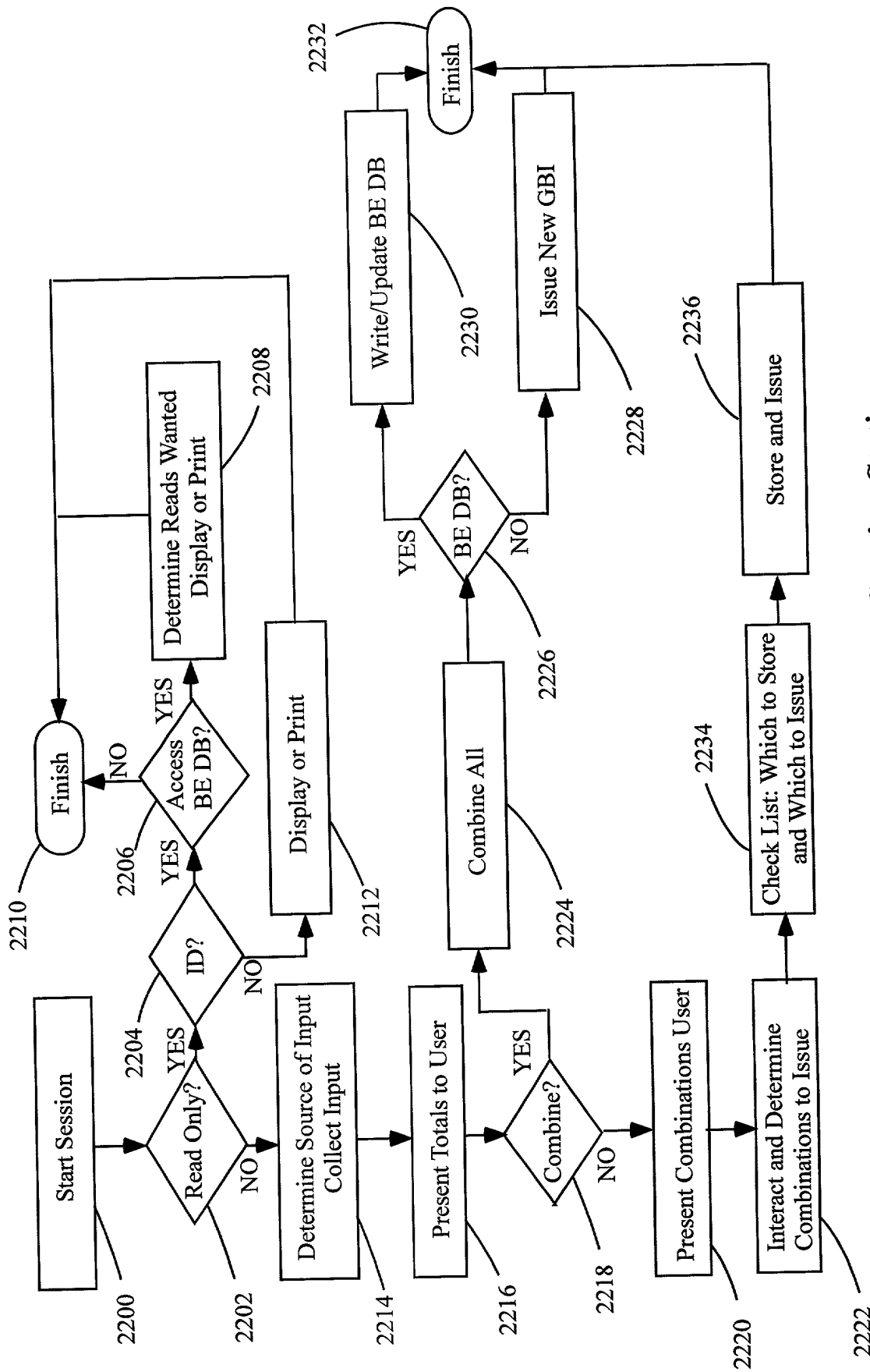
Promotional Credit Status Device

Fig. 20



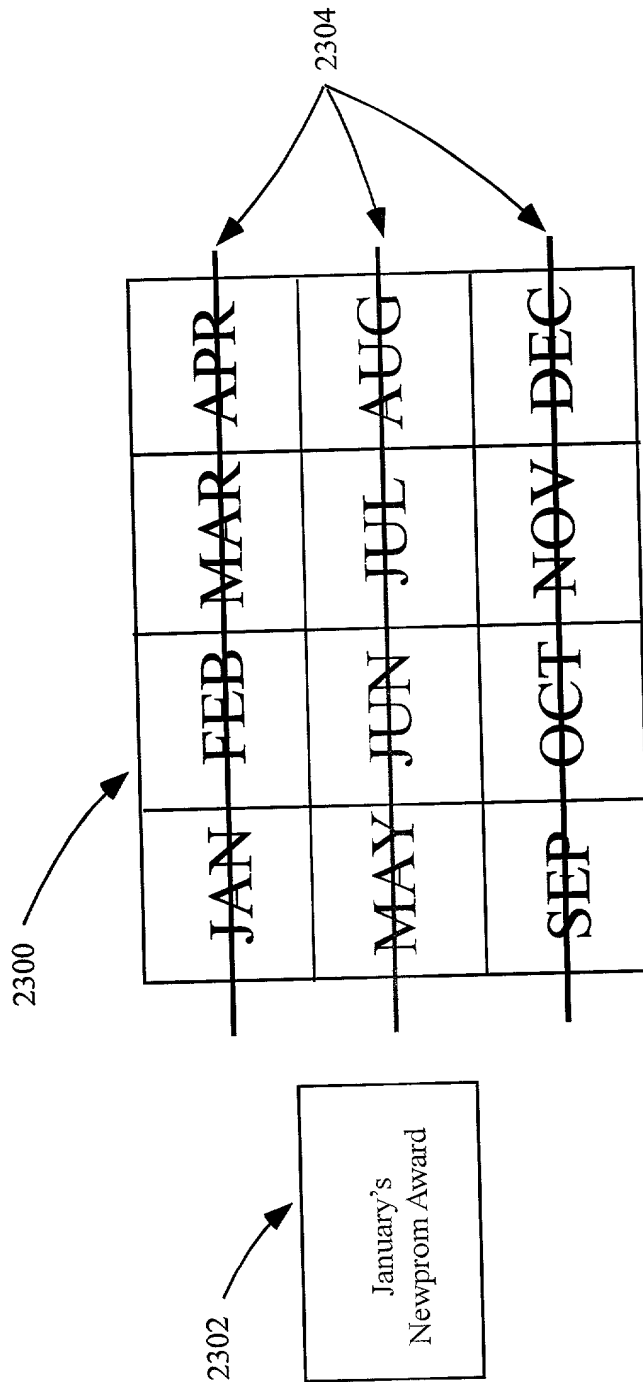
General Bearer Instrument (GBI) Service Station

Fig. 21



Example Use of GBI Service Station

Fig. 22



Example Newprom Game

Fig.23